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Arc - atomically referenced counted type
convert data into primitive types, safe to share across threads

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Create a lo

```
use std::sync::{Mutex, Arc};
let lock = Arc::new(Mutex::new(0));
```

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Acquire a lock

```
lock.lock()
```

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Acquire a lock

```
lock.lock()
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```
lock.try_lock()
```

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Poisoned lock - when a thread that holds the lock panics

```
lock.is_poisoned()
```